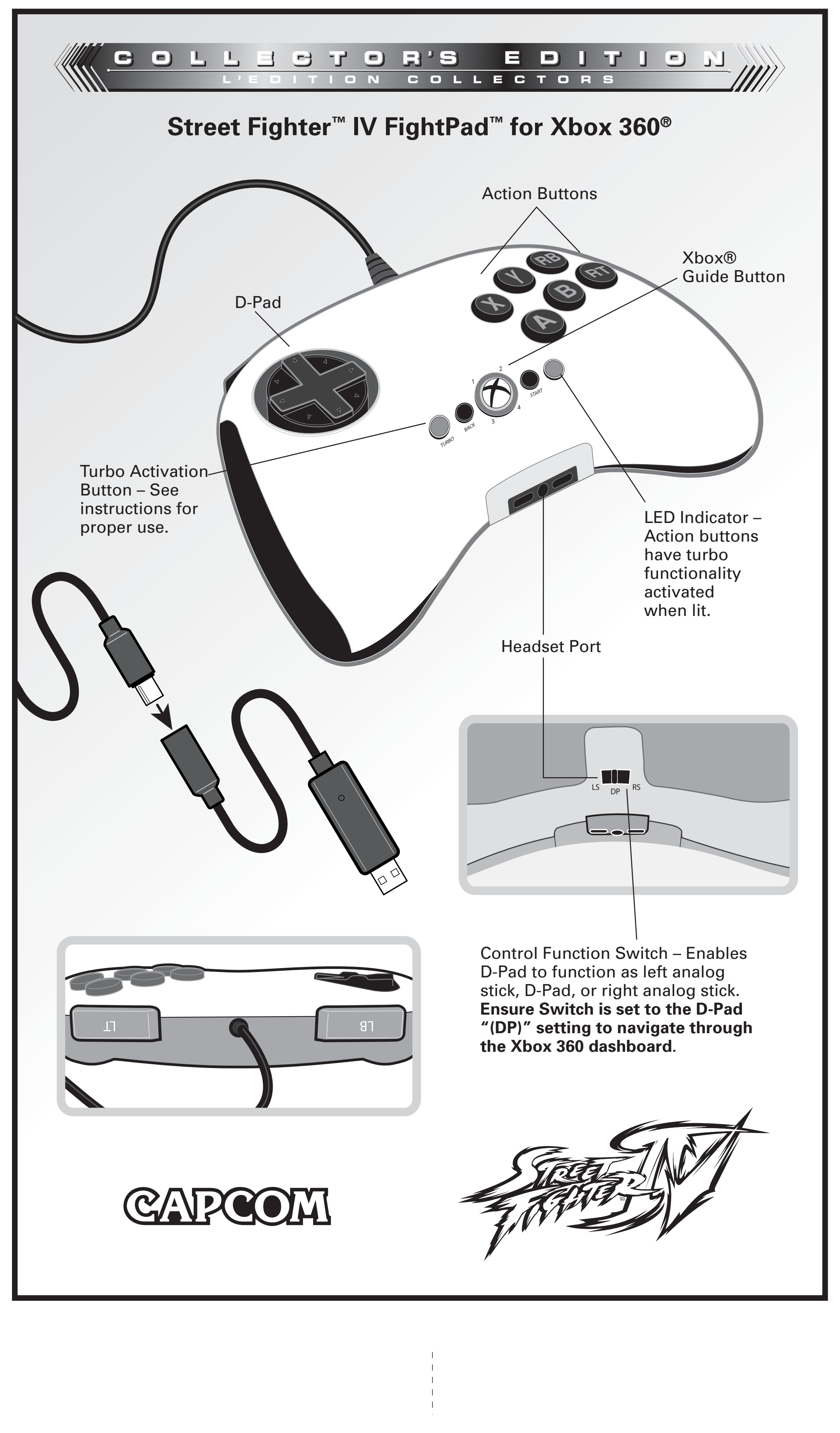


STREET FIGHTER™ IV FIGHTPAD™

Thank you for purchasing the Street Fighter™ IV FightPad™ for use with the Xbox 360 video game system. Be sure to register your product online at www.madcatz.com and check out our full line of other quality video game accessories.

IMPORTANT! Before using the Xbox 360® with this product, read the Xbox 360 instruction manual for safety, health, and other information regarding the use of the Xbox 360.

DISCLAIMER
This game controller was specifically designed for use with Street Fighter IV. For use with other games, please refer to the game's manual or in-game control options.

Usage and Turbo Instructions

3-Way Switch

The "FightPad" is equipped with a 3-way switch labeled "LS," "DP" and "RS," which allows the D-Pad to emulate either the left or right analog stick of a standard controller. Set the switch to the desired location to make use of this feature.

Turbo Button Usage:

NOTE: The action buttons to which the turbo feature can be assigned are: A, B, X, Y, LT, RT, LB and RB.

Press and hold the "TURBO" button. Once the "TURBO" button has been depressed, you will have a five- (5) second window to begin the programming process below:

1. While continuing to hold down the "TURBO" button, press the action button you want to assign turbo to:
   a. One (1) time for fast turbo speed – the turbo LED will flash rapidly.
   b. Two (2) times for slow turbo speed – the turbo LED will flash slowly.
   c. Three (3) times to cancel turbo – the turbo LED will go out.
2. To assign turbo to other action buttons, repeat step one (1) above.
3. Once turbo has been assigned to the desired action button(s), release the "TURBO" button to complete the process.

NOTE: The controller's turbo LED will remain illuminated during gameplay if an action button(s) has been properly programmed. If the setup procedure has not been properly executed, the turbo LED will not illuminate and the procedure must be retried.

Turbo Cancellation

NOTE: If the controller (wired) is unplugged from the console, or loses its wireless connection or is powered OFF (wireless), all turbo functionality will be cancelled.

There are two (2) different cancellation methods, individual action buttons and all action buttons:

Individual action buttons:
1. Press and hold the "TURBO" button
2. While continuing to hold down the "TURBO" button, press any action button(s) which turbo has been assigned to until the turbo LED goes out.
3. Repeat step two (2) above to cancel other action buttons.

All action buttons:
1. Press and hold the "TURBO" button for five (5) seconds without depressing any programmable action buttons.
2. After five (5) seconds, the turbo LED will illuminate for one (1) second and then go out, indicating all turbo functionality has been cancelled.

FAQ
Q: When starting my Xbox 360, why can't I navigate through the main dashboard?
A: Ensure the Control Function Switch is set to the D-Pad "(DP)" setting. This will enable you to navigate through the Xbox 360 dashboard.

Q: How do I deactivate the turbo settings?
A: There are two (2) ways to deactivate the turbo feature. By holding down the Turbo Activation Button for 5 seconds without depressing any programmable action buttons, all turbo settings will be cleared. You can also unplug the "FightPad" from the console. All turbo settings will be cleared after plugging it back into the console.

Q: My "FightPad" is not being recognized by the Xbox 360 console. What should I do?
A: Ensure the breakaway cable is fully plugged in and the USB cable is placed firmly into the controller port on the Xbox 360 console. When the breakaway cable is loose, the console will sometimes fail to recognize the controller.

Q: The D-Pad doesn't function at all when I try inputting directions. Why is that?
A: Ensure the Control Function Switch is set to either the left analog stick "(LS)" or D-Pad "(DP)" setting.

90-DAYS LIMITED WARRANTY
Mad Catz warrants this product to be free from defects in materials and workmanship for the warranty period. This non-transferable, ninety (90) days limited warranty is only to you, the first end-user purchaser. If a defect covered by this warranty occurs AND you have registered your product with Mad Catz AND you provide proof of purchase, Mad Catz, at its option, will repair or replace the product at no charge.

The Mad Catz ninety (90) days limited warranty is available to North American and European customers. Your sole and exclusive remedy is repair or replacement of your Mad Catz product. In no event shall Mad Catz liability exceed the original purchase price of the product. This warranty does not apply to: (a) normal wear and tear or abusive use; (b) industrial, professional or commercial use; (c) if the product has been tampered with or modified.

To receive warranty service you must:
- North America: call Mad Catz Technical Support at 1.800.659.2287 or 1.619.683.2815
- Europe: call Mad Catz Technical Support at +44-(0)1908-336530
- Obtain a Return Authorization Number from Mad Catz Technical Support
- Ship the product to Mad Catz at your expense for service
- Enclose a copy of the original sales receipt showing a purchase date
- Enclose a full return address with daytime and evening phone numbers

TECHNICAL SUPPORT
Online Support and User Guides: www.madcatz.com
E-mail: techsupport@madcatz.com
North American telephone: Available 8 A.M. to 4 P.M. Pacific Standard Time, Monday through Friday (excluding holidays) at 1.800.659.2287 (US only) or 1.619.683.2815 (outside US).

E-mail: europehotline@madcatz.com
European telephone: Available 9 A.M. to 5 P.M. Greenwich Mean Time, Monday through Friday (excluding bank holidays) at +44-(0)1908-336530

⚠ CAUTIONS ⚠
- Use this unit only as intended.
- To prevent fire or shock hazard, do not expose this unit to rain or moisture. Do not use within 30' of any water such as swimming pools, bathtubs, or sinks.
- To avoid electrical shock, do not disassemble. Refer servicing to qualified personnel only.
- Never push objects of any kind, other than authorized items, into the product as they may touch dangerous voltage points or short out parts that could result in fire or electrical shock.
- Stop using this unit immediately if you begin to feel tired or if you experience discomfort or pain in your hands and/or arms while operating the unit. If the condition persists, consult a doctor.
- Do not attempt to operate the unit in any way except with your hands. Do not bring the unit in contact with your head, face, or near the bones of any other part of your body.
- Avoid prolonged use of this unit. Take breaks every 30 minutes.
- This product contains small parts that may cause choking if swallowed. Not intended for use by children under 3 years of age.
- Route all cords so that they are not likely to be walked on or tripped over. Make sure that cords are not placed in position or areas where they may become pinched or damaged.
- Do not wrap cords around any part of anyone's body.
- Do not allow children to play with cords.

SEIZURES
Some indivduals may have seizures or black outs triggred by the flashing lights on television or in video games, even if they have never before had a seizure.
Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
Parents should be aware when their children play video games and observe them regularly. Stop playing and consult a doctor if you or your child have any of the following symptoms:
Convulsions
Loss of Awareness
Involuntary Movements
Eye or Muscle Twitching
Altered Vision
Disorientation

When playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available screen.
3. Do not play if you are tired or need rest.
4. Play in a well-lighted room.
5. Take a 15 minute break every hour.

REPETITIVE MOTION INJURIES
Playing video games (and the repetitive motion involved) can make your muscles, joints or skin hurt. Playing video games in moderation can help avoid such damage. Also:
Take a 10 to 15 minute break every hour, even if you don't think you need it.
If your hands, wrists or arms begin to hurt or feel sore or tired, stop playing and rest them for several hours before playing again. If pain and soreness continues, stop playing and consult a doctor.

FCC Part 15 section 15.105
FCC NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Declaration of Conformity:
Trade Name: Street Fighter™ IV FightPad™ for Xbox 360
Model Number: 4728

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This Class B digital apparatus complies with Canadian ICES-003.
Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Questions? Visit our web site at www.madcatz.com or call 1.800.659.2287 (USA only) or 1.619.683.2815.

Product No. 4728 12/08

STREET FIGHTER™ IV FIGHTPAD™ (FRANÇAIS)

Nous vous remercions d'avoir acheté Mad Catz Street Fighter™ IV FightPad™ de l'utiliser avec le système de jeu vidéo Xbox 360. Veuillez enregistrer votre produit en ligne à l'adresse www.madcatz.com et consultez notre gamme complète d'accessoires de qualité pour jeu vidéo.

IMPORTANT! Avant d'utiliser le système Xbox 360® avec ce produit, lisez dans le manuel d'instructions du système Xbox 360 toutes les informations relatives à la sécurité, à la santé et tout autre renseignement concernant l'utilisation du système Xbox 360.

AVIS D'EXONÉRATION DE RESPONSABILITÉ
Cette manette de jeu a été conçue spécialement pour être utilisée avec le jeu Street Fighter IV.
Pour l'utiliser avec d'autres jeux, veuillez consulter le guide du jeu ou les options de commande dans le jeu.

Commutateur à 3 positions
Le « FightPad » est muni d'un commutateur à 3 positions identifiées « LS », « DP » et « RS », ce qui permet au pavé directionnel de remplacer le stick analogique droit ou gauche d'une manette de jeu standard. Positionnez le commutateur à la position désirée pour utiliser cette fonction.

Utilisation du bouton Turbo :